

ABSTRACT

In progressing a video game in accordance with a game software program read out from a video game program recording medium and in converting the contents for printing into printing data, which is printed, the printer driver stored in a non-volatile memory is to be updated to enable the printing by the latest printer driver. To this end, as a printer driver is read from the video game program recording medium at step S11, the version of the printer driver as read out is checked at step S12. If the printer driver as read out is of a new version, the printer driver in the memory card is updated at step S13.